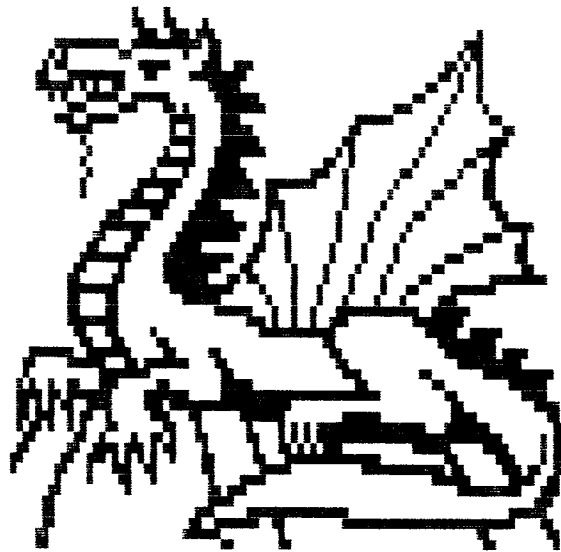


Cave Adventures



Hi! Welcome to Cave Adventures! There's a little story that goes with this PDF. Back in 1990 my best friend Dave and I wanted to run a DnD adventure for our class as a school project but we couldn't because the school board had banned DnD and DnD paraphenillia on school grounds because of complaints from some parents, so Dave and I decided to write our own RPG. After our project, it sat in a closet with old schoolwork for the last 18 years, until my mother found it and sent it to me. Just for fun, not because it has any particular merit, I decided to scan it in and share it. Enjoy!


~Matt

Player's Manual
Read This First!

© 1990

David Solter

Matt Neagley

David Solter 
Matthew Neagley

That's Dave's Hancock there. I haven't really kept in touch with him in years, so I'm releasing this without his knowledge or consent. I hope it doesn't get him kicked out of his current gaming group.

'A blade sweeps out of the wall and hits Yarnek in the leg.'

Spark your imagination? That's what an RPG, short for Role Playing Game, is supposed to do. In a role playing game, you are a character in an adventure, like an actor in a play. You have abilities and disabilities, just like in real life. Some things, such as trying to hit a monster or trying to resist a spell, might not work, so we spin a spinner to see if you succeed. In a role playing game there is no game board! You keep track of your characters status on a sheet of paper. A game master, or GM for short, does not play, but makes the game run smoothly. He takes care of the monster's status and where you are in the world.

For this starting adventure you need only a piece of note-book paper, a pencil, and the spinner with numbers 1 to 12 on it. You don't need a game master for this adventure.

You are a fighter from a small town. There is no such thing as cars or television. You are in a Medieval time period, the time of knights and jousting.

You own a sword and armor. Your armor is made out of chain links, or chain mail. You also have a shield, which adds for extra protection. You also own a backpack, some torches, a tinderbox (matches haven't been invented yet), food, etc., but for now lets say you own everything to go camping in the wilderness.

You are strong and famous, yet very poor. You decide to travel to the caverns a few miles from your town. When you get to the mouth of the cave, it is pitch black. You light your torch and enter. An arachnea, a spider-like monster attacks you and hits you for one hit point damage. In this game your health is determined by hit points. You once had ten hit points, but now you have nine. You take subtract a certain amount of hit points when a monster successfully hits you, but for now, the monsters will only do one hit point damage. If ever your hitpoints become zero, you die. He angers you and you attack. You must spin a 2 or higher on the 12 to hit him. If you hit, he crumples to the floor and dies. If you miss, he attacks and misses, and it is your turn again. If you kill him, you find four gold pieces in a small sack by his side.

In this game treasure is valued in gold pieces, silver pieces, and copper pieces. There are ten copper pieces in a silver piece, and ten silver pieces in a gold piece. It is easier to look at it this way: 100 cp = 10 sp = 1 gp. So right now you have gained the equivalent of 40 sp or 400 cp. Write 4 gp down on the piece of paper.

You travel north awhile when you suddenly encounter a snake. It hisses and attacks. It bites you (subtract one more from your total hitpoints, so you now have eight). Now you must spin to see if the poison affects you. You must spin higher than 12 on the 20 spinner. If you succeed, it has no affect. If you fail, you take another hit point damage. The snake slithers down the corridor and disappears into the darkness.

You have just made a spin vs. poison. It was used to see if you were affected by the poison. There are also spins vs. paralysis, vs. dragon breath, and vs. spells.

You may notice immediately that we're using spinners instead of dice. That's because of the ban on paraphanelia.

You'll also notice plenty of errors. For example, it says earlier you'll only need the s12 for this example, then prompts for the s20 as well. Just consider them flavor. We were 13ish after all.

You walk slowly down the corridor, being careful not to be surprised by the snake. You see a glow coming from a room to the north and decide to investigate. You peek in the room and discover a person next to a lamp, cleaning a sword. He is wearing a dark cloak and a crossbow with a quarrel already set in lies beside him. You slowly creep inside and he sees you and picks up the crossbow and aims for your neck, but puts it down when he sees your sword is sheathed. "Come closer, stranger. Tell me thy name." he whispers. You tell him your name and he begins talking to you.

"I am a mercenary, one who is trained in the arts of stealth. I can also pick pockets, pick locks, hear noises, and climb walls. There are others like me. There are also soldiers, who rarely travel alone, wizards, who learn spells from books, Acrobats, who attack with gauntlets, and even ultimists, who are trained in many skills. I usually go adventuring with these types, but this time no one was willing to go with me."

You talk with Shagrat, as you have found out his name. He is from a large city. You and he agree to adventure together, as long as the treasure is split evenly. After a while you and Shagrat walk down the corridor and encounter a door. You peek inside and see a wizard studying a spellbook. A short, 6 legged, humanoid creature sees the door move and opens it. You have no choice but to attack. You go after the ant man, and in the corner of your eye you see Shagrat disappear in the shadows. He reappears in back of the wizard. With a dagger, he stabs the wizard in the back. The wizard screeches and runs to the other side of the room. He says something and a glowing arrow appears and hits Shagrat. Shagrat falls to the floor, dead. The wizard, dagger still in back, also dies. Now it is between you and the goblin.

The ant man has three hitpoints. You must spin a 4 on spinner 12. If you hit, he loses 1 hp (hit point). He must spin a 7 on spinner 12. If you kill the goblin then read ending 1. If he kills you then read ending 2.

Ending 1: The goblin crumples to the floor and is silent. You walk out of the cave and walk home.

Ending 2: The goblin killed you. Don't worry. You can always start again. Now read ending 1.

Was that fun? If you thought so then you are sure to enjoy RPGs.

Shagrat was one of Dave's favorite DnD PCs. His two brothers played Shagrat's brothers: Mepesh and Robin Diego.

Sorry about the scan quality. I'm scanning in 20 year old dot matrix printouts. You'll notice the scan quality improve in later sections. That's because only Dave had a printer. My sections were typed on a typewriter.

Creating a Character

Your strength, intelligence, health, and agility are your ability scores. Each is rated on a scale from 1 (lowest) to 10 (highest). The character you just played was very strong (10), moderately healthy and agile (5), but had a poor intelligence (2).

Lets make our own character. You may not have liked the character you just played. So lets make our own.

First you spin his ability scores. You use the 10 spinner for this. Write down the four ability scores (strength, intelligence, health, and agility) on a piece of paper. Next spin for each score and write it down next to the ability name.

Now choose a race. Each race is special in its own way. In the previous adventure you were human. You may be other races. If you choose to be a different race you will have to adjust your scores. Here is a list of the different races and the adjustments.

Example: Suppose you had a 3 intelligence and wanted to be a Nair. You would add 2 to your intelligence, changing your intelligence to 5.

Note: No ability score may go above 10 or below 1.

Race	Strength	Intelligence	Health	Agility
Human	+0	+0	+0	+0
Mulker	+2	-1	+0	-1
Half Spider	+0	+1	-2	+1
Orc	+1	-1	-1	+1
Imp	-1	+1	+0	+0
Ameboid	+0	+1	+1	-2
Toad Man	+0	-2	+1	+1
Goblin	-1	-1	-1	+3
Wurrs	+3	-3	-2	+2
Nair	+0	+2	+0	-2

From what I remember , aside from the standard fare, the hulkers were large insect people, Ameboids were semi-amorphous humanoids, Wurrs were small puff-balls, and.... No idea what the Nair were. I'll just pretend they're hairless cat-men because that sounds crazy enough to be right.

Now you need to choose a sex (male or female). This also adjusts your ability scores.

Race	Male				Female			
	Str.	Int.	Hth.	Agt.	Str.	Int.	Hth.	Agt.
Mulker	+1	+0	+0	-1	+0	+1	-1	+0
Half Spider	-1	-1	+1	+1	+1	+1	-1	-1
Orc	+1	-1	+0	+0	-1	+1	+0	+0
Imp	+0	+1	-1	+0	+0	-1	+1	+0
Ameboid	+0	+0	-1	+1	+0	+0	+1	-1
Toad Man	+1	-2	+0	+1	-2	+1	+1	+0
Goblin	-1	+0	+0	+0	+0	-1	+0	+0
Wurr	+1	+0	+0	-1	+0	-1	+1	+0
Nair	+0	+1	-1	+0	+1	+0	+0	-1
Human	+1	+0	+0	+0	+0	+0	+0	+1

Did you know?

100% of the players of Cave Adventures have asked for Gnomes to be added to the list of races, so here's their official stat line:
 S:-2 I:+1 H:+1 A:+1
 Gnomes have no further adjustments for sex because I don't feel like it.

Now you must write whether you have a bonus or penalty next to your abilities. This chart will help you.

Example: suppose you had a 10 intelligence. You would put +3

Ability Score	Bonus/Penalty
10	+3
9	+2
8	+1
4 to 7	+0
3	-1
2	-2
1	-3

Now you need to choose a class. You must decide whether you want to be a fighter, or a wizard, or what. There are some requirements, though. Here are the different classes, their requirements, and their abilities. The required number is their minimum score they can have.

Fighter: A fighter is skilled in using any weapon, but must have a strength of 10.

Wizard: A wizard may cast spells, but may use few weapons. To be a wizard you must have an 8 intelligence.

Mercenary: A mercenary is a person trained in the art of stealth. He has several abilities and may cast limited spells. You must have a 4 intelligence and an 8 dexterity.

Ninja: A ninja is trained in using ninja weapons, and may turn, or scare away certain monsters. You must have a 6 intelligence, a 4 strength, and a 6 agility.

Soldier: A is trained in using an array of battle weapons. Every ability score must be 4.

Acrobat: A acrobat may use few weapons but may attack twice as fast. Agility must be ten.

Ultimist: An ultimist is trained in many forms of combat. Every ability score must be 10.

Normal man: A normal man may only use a sword, but does not need a minimum ability score.

Once you have chosen a class, spin for money. Spin the 6 spinner twice, add the result, and multiply the result by 10. This is how much gold pieces you have to buy equipment with. Go to your class's handbook and find which weapons and armor you may use. Then buy your weapons and armor. But first read the section about armor and hitting monsters.

These requirements don't match those in the handbooks 100%. When they conflict, use whichever you feel like. As if I could stop you.

The Ultimist was mine. I had read the April Fools issue of Dragon Magazine with them and didn't understand why it was a joke. They sounded cool to me. I'll be pointing out other parts that don't make a damn bit of sense but sounded cool to a 13 year old boy. Most are also mine.

Hitting Monsters

If you want to hit a monster, you must spin higher than its force resistance. A monster has a set amount of force it can resist, just like you could resist someone tapping you but probably could not resist the force of getting hit by a car. To spin higher than a monster's force resistance, you must spin 12, add or subtract strength bonuses, then multiply it by the weapons mass. If it is less than the monster's force resistance, you miss, if greater you hit the monster and roll for damage (this will be explained later).

When a monster hits you, you lose hit points. With armor you can reduce the amount lost. The amount you don't lose is determined by your armor class. The worst armor class you can have is zero and the best is 17. When a monster hits you, he does damage to you. You then subtract the your armor class from the amount of damage taken. To determine what your armor class is, buy the armor your class is allowed to buy, add your races armor class, then add or subtract agility bonuses or penalties. The result is your armor class. Example: Suppose you have 3 armor class and a monster hits you for 4 hit points damage. Subtract armor class from damage and the result is damage taken. Monsters have armor class and it works the same way, except they subtract the damage you do them.

Different weapons do different amounts of damage on monsters. For example, a sword does 1 to 8 hit points on a monster, while a halbard does 1 to 12. To determine how much damage is done on a monster, spin the number spinner specified for the weapon. + ro - your strength bonus/penalty and you get the total amount of damage done to the monster. The GM will figure out how much it is reduced by for armor class of the monster.

To see if you hit a monster:

$(\text{Spin } 12 + \text{strength bonuses/penalties}) \times \text{weapon mass} = \text{force}$

if force equal to or less than force resistance you don't hit

if force is more than force resistance you hit, roll for damage

Determine damage taken:

$\text{Monster damage} - \text{armor class} = \text{damage taken}$

Weapon damage:

$\text{Spin weapons damage} + \text{strength bonuses/penalties} = \text{weapon damage}$

In retrospect, calculating force via mass times speed might be a tad too complicated for a RPG die mechanic.

18 years ago however, it was groundbreaking. To us, anyway.

weapon list

Weapon	Price(gp)	Mass	Spinner	no. damage
Sword	5	8		8
*Battle ax	10	10		10
Dagger	2	4		4
*Halberd	15	10		12
*Scythe	12	12		10
^Flail	15	8		8
^Whip				
Regular	12	4		8
Scorpion tail	15	4		10
Triple tailed	17	8		12
^Mace	5	6		6
Throwing ax	5	5		8

Yeah. You might notice the damage on whips. That's mine too. What's cooler than a whip?

Note: a throwing ax's speed is your strength x 2
 Note: A throwing ax may be retrieved after the fighting is done.

Spear	3	6		8
Note: A spear may be retrieved after the fighting is done.				
^Gauntlet	5	5		6
Note: A gauntlet's speed is agility + 2				
Spiked feet	7	6		8 + 1
*Bow	7		fires arrows	
*Crossbow	10		fires quarrels	
Arrows (20)	10	4		4
Quarrels (15)	10	4		6
^Corkscrew arrow	1	4		4 (+1 on armored victims)
Poison arrow	1	4		4 (+1 on unarmored victims)
^Net arrow	1	4		traps victims
^Wooden stake	1	4		4 (Automatically kills vampires)

* This weapon is two handed and you may not use a shield while you are using it.
 ^ This weapon may not be silvered.
 Some weapons may be silvered. These weapons will affect lycanthropes (werewolves). It costs 2 gp to silver a weapon.

Armor list

Armor	Price(gp)	Addition to armor class
Leather	5	1
Padded	10	3
Scale	15	5
Ring	20	7
Plate	25	9
Shield	5	1

Items price list

Item	Price(gp)	Use
Torches (6)	3	Needed for light. Lasts one day.
Flint and Steel	1	Needed to light torches.
Lock pick	2	Used to pick locks. Chances for success is 2% per level.

Experience and Gaining Levels

To gain more hit points and learn new spells you must earn experience points (xp). You do this by killing monsters and gaining treasure. Each class has a certain amount of points they need to gain a level. This is called the experience increment. For every monster you kill the GM will tell you how much experience you get for it and what treasure it has. Each gp is worth 1 xp. The maximum level attainable is 30th. Example: A mercenary is starting out (first level). He spins for his hitpoints (the spinner used for each class's hitpoints is listed in that class's handbook). He gets enough experience to get to the second level and spins for more hit points. Note: Health bonuses/penalties are added to hit point spins.

Spins vs. Attacks

Whenever a spell is cast at you, you must spin equal to or higher than the number given. You use spinner 20. Add intelligence bonuses/penalties to the spin.

vs. Spells

Level	No. Needed
1 - 5	18
6 - 10	16
11 - 20	14
21 - 25	12
26 - 30	10

Certain creatures can paralyze you. You must spin equal to or higher than your number on spinner 20.

vs. Paralysis

Level	No. Needed
1 - 5	19
6 - 10	16
11 - 15	13
16 - 20	10
21 - 25	7
26 - 30	4

Certain creatures can poison you. You must spin equal to or more than your number on spinner 20 or take double damage.

vs. Poison

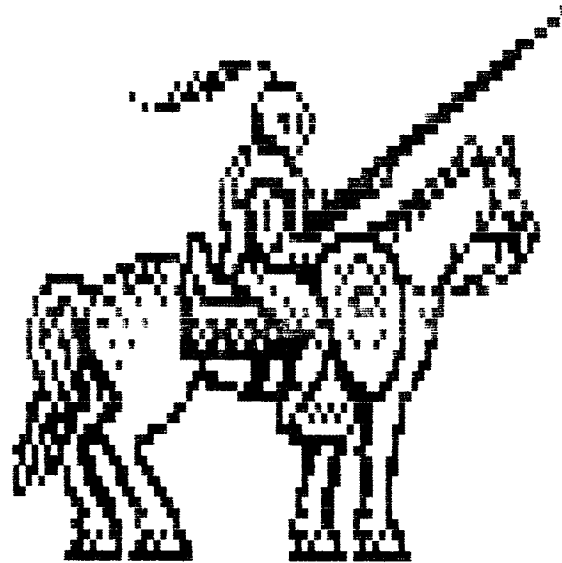
Level	No. Needed
1 - 10	15
10 - 20	10
20 - 30	5

Spins vs. Dragon Breath will be explained to you by the GM. If it is successful, any damage taken will be halved.

Race	Natural Armor Class
Hulker	2
Half Spider	0
Orc	3
Imp	3
Ameboid	4
Toad Man	0
Goblin	2
Wurr	1
Nair	1
Human	4

Don't know exactly where some of these numbers came from. In retrospect it seems like the number for humans is much too high, and maybe the number for the giant insect people is a little low.

Fighter's



Handbook

XP Increment: 1500 for each level

HP per level: spin 10 and add health bonuses/penalties.

Requirements: 10 strength

Weapons: A fighter may use any weapons except ninja weapons.

Armor: A fighter may wear any armor and a shield.

Description: A fighter is trained in using any weapon and may use any armor.

Ninja's



Handbook

XP Increment: 2500 for each level
 HP Per level: spin 6 and add health bonuses/penalties.
 Requirements: 6 intelligence, 4 strength, 8 agility
 Weapons: Ninja weapons (see below)
 Armors: A ninja may wear leather or padded armor and use no shield.
 Description: A ninja is able to use Martial Arts weapons.
 Special Abilities: Turning Undead

Martial Arts Weapons			
Weapon Name	Price	Mass	Damage (spinner #)
Katana Blade	6	9	8
Throwing Stars(5)	6	1	8
Nunchucks	5	7	8
Bo Staff	10	8	10
Sai (1 pair)*	5	5	4 each
Throwing Knives(5)	10	4	8
Holy Symbol**	10	Needed for turning Undead	

* A ninja may attack twice when using Sai, once with each.

** Undead are dead creatures brought back to life by a spell. Ninjas may destroy or repel Undead. This ability is referred to as turning. The GM will tell you if you may turn a monster (some monsters may not be turned). The GM will tell you what type of undead you try to turn. Spin 10 and if you spin equal to or over the number given for your level you turn or destroy 1 to 6 Undead. To determine the amount affected, spin 6.

Ninja Turning Table						
Level	Skeleton	Zombie	Ghoul	Wight	Demon	Vampire
1-5	8	n	n	n	n	n
6-10	6	8	n	n	n	n
11-15	4	6	8	n	n	8
16-20	t	4	6	8	n	6
21-25	d	t	4	6	8	4
26-30	d	d	t	4	6	t

t = automatic turn d = automatic destruction
 n = not turnable at present level

I have no idea what even possessed us to put ninja in an otherwise eurocentric game. Beyond that, I have no clue why we thought turning undead was a must-have class funtion or why we gave it to ninjas.

Wizard's



Handbook

XP Increment: 1000
HP per level: spin 4 and add health bonuses/penalties
Requirements: 10 intelligence
Weapons: A wizard may only use a dagger or boomerang.
Armor: A wizard may only use leather armor.
Description: A wizard is trained at casting spells.
Special Abilities: Spellcasting

Spellcasting

A wizard casts spells from a spellbook. He may not be able to cast certain spells though. He may not have enough spell points. For each level a wizard advances, he spins 10 for more spell points. Every spell costs a certain amount of spell points. If a wizard does not have enough spellpoints, he will not be able to cast the spell. Every day, the wizard regains 5 spell points. After an adventure, he regains maximum points. The amount regained may not exceed maximum. These are the different spells, their spell point cost, and their affects. Some spells may be cast in reverse. These spells will have a * after their names and their reverse affects will be explained. Spells that cause damage need not have a force rolled. Creatures may try to escape the power of a mind controlling spell. These have a ^ after their name and the GM will tell you if the spell affects them or not.

Magic Arrow

Spell points - 1

This is a magical glowing arrow that hovers by the wizard's side and waits to be directed at an opponent. Spin 6 for damage.

Make Invisible*

Spell points - 5

This causes any object or person to become invisible. An invisible person may not be attacked but an invisible person may be attacked when the spell ends. Spin 10 and multiply by ten for the amount of minutes the object or person is invisible.

Reverse - In reverse this makes anything invisible visible.

Cause Fear^

Spell points - 2

This will cause any 1 creature in the opposing party to run away in fear. This does not affect Undead.

Animate Weapon

Spell points - mass of weapon

This spell causes any weapon in the wizards possession to fight for itself, obeying the wizard. It does regular damage. A wizard need not animate a bow, only the arrows. If he animates gauntlets or spiked feet, use the wizard's agility. Otherwise the speed is spinned for on 12. It has as many hps as the wizard. It has a 0 armor class.

Charm^

Spell points - 6

This spell causes any one creature to become an indebted servant to the wizard. To determine the amount of time the victim is charmed, spin 4, thus the amount of days is determined. The victim will not commit suicidal acts and will

not be under the spell's control if attacked by the wizard.

Cure Light Wounds*

Spell points - 6

This spell returns 1 to 4 + 1 hitpoints. You may not cure more than your maximum hitpoints. Example: You had 10 hp and lost 3 in battle. On your spin, you got a 4 then added one, giving you 5. You add this to seven and get 12. You don't have twelve hitpoints, because you can't go beyond 10, your maximum. So you have just 10 hitpoints.

Reverse - Used in reverse, this spell inflicts 1 to 4 +1 hp damage.

Nauseating Cloud

Spell points - 8

This spell causes a brown cloud to hover over the opposing party, giving them a -1 to hit spins and damage spins. It lasts an entire battle. Make your GM aware of the penalty.

Bless*

Spell points - 10

This spell gives a +2 to speed and damage spins to your entire party during battle. It ends when the battle is over.

Reverse - The reverse of this spell is curse. All opponents have a -2 during battle. It ends when the battle ends.

Killer cloud

Spell points - 15

This causes a blue cloud to hover over the opposing party for 1 to 6 + 2 rounds. It rains acid on them and each enemy loses 1 to 4 hp per round. No other attack may be made or the character attacking loses 1 to 4 hp.

Wind Warrior

Spell points - 20

This creates a fighter who attacks with a sword. He is level 1 to 6 + 1. He is wearing Chain Mail armor. Spin 10 for every level to determine hitpoints. He fights with the wizard. His strength is 10 and every other Ability Score is 5.

Cure Serious Wounds*

Spell points - 20

This spell cures 1 to 10 + 5 hp.

Reverse - Used in reverse, this spell inflicts 1 to 10 + 5 hp damage.

Animate Dead

Spell points - 30

This spell will cause any dead creature to become alive again as a zombie. The zombie will follow the wizard's commands. When you use this spell, ask the GM for the hitpoints and Armor Class of a zombie.

Cure All Wounds

Spell points - 40

This restores all the character's hitpoints.

Raise Dead*

Spell points - 50

This spell causes any dead creature (or character) to come back to life. They only have 1 hp, so they should avoid all fighting.

Reverse - The reverse of this spell, Death Ray, will kill any creature.

Find Traps

Spell points - 10

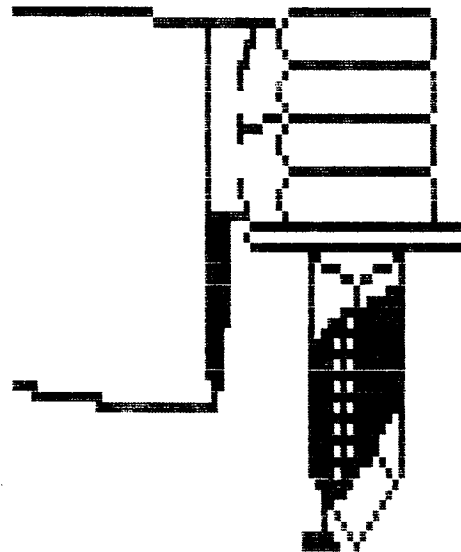
This spell will cause an area where a trap is hidden to glow brightly.

Remove Traps

Spell points - 12

This spell will disable any trap in the area. The trap must first be detected, though.

Mercenary's



Handbook

XP Increment: 2000
 HP per level: spin 4 and add health bonuses/penalties
 Requirements: 4 intelligence, 9 agility
 Weapons: Any missile weapons (spear, bow, crossbow, boomerang, etc.) and only one handed hand-to-hand combat weapons
 Armor: leather, padded, or scale, no shield
 Description: A Mercenary is trained in stealth, as well as many other things. After the 15th level, the mercenary may start casting spells.
 Special Abilities: Pick pockets, hide in the shadows, hear noise, climb sheer surfaces, backstab, and pick locks.

Special Abilities Table

Ability	Level														
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Pick Pockets	10	15	20	25	30	35	40	45	50	55	60	62	64	66	68
Hiding	15	20	25	30	35	40	45	50	55	60	62	64	66	68	70
Hear Noise	10	15	20	25	30	35	40	45	50	55	60	62	64	66	68
Climbing	70	75	80	85	87	89	91	93	95	97	99	99	99	99	99
Backstab	30	35	40	45	50	55	60	62	64	66	68	70	72	74	76
Pick Locks	5	15	25	35	45	55	65	67	69	71	73	75	77	79	81

Ability	Level														
	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Pick Pockets	70	72	74	76	78	80	82	84	86	88	90	92	94	96	99
Hiding	72	74	76	78	80	82	84	86	88	90	92	94	96	98	99
Hear Noise	70	72	74	76	78	80	82	84	86	88	90	92	94	96	99
Climbing	99	99	99	99	99	99	99	99	99	99	99	99	99	99	99
Backstab	78	80	82	84	86	88	90	92	94	96	98	99	99	99	99
Pick Locks	83	85	87	89	91	93	95	97	99	99	99	99	99	99	99

Explanation of Special Abilities

A mercenary has several special abilities he learns from the Guild. These abilities are explained below.

Picking Pockets: A mercenary may wish to pick the pocket of an enemy, rather than to kill it. He may steal a maximum of 200 coins, 10 gems, or 1 item.

Hiding in Shadows: A mercenary may want to avoid a fight by hiding. Hidden mercenaries are not seen, so they can not be attacked. Hidden mercenaries may successfully backstab. Once a mercenary has attacked from the shadows, he may only rehide by reattempting.

Hearing Noise: Nothing may be done while a mercenary is listening or the attempt will automatically fail. It is up to the GM to decide what the mercenary hears, if anything.

Climb Sheer Surfaces: A mercenary may want to climb a wall. The GM should know beforehand how high the wall is. You should check every 100 feet to see if the mercenary is successful. In a failed attempt, the character takes 1 hp damage for every 10 feet fallen.

Backstab: A mercenary may sneak behind a monster and attack. He gets a +3 bonus on hit rolls and does double damage. If the attempt is unsuccessful the victim is allowed 1 free round of combat against the mercenary.

Pick Locks: A mercenary has some degree of skill when picking a lock. A lock pick is required to pick locks.

There are times that a mercenary may not be successful. To see if he is successful, spin 10 twice. The first number is the amount in the tens place. The second number is the amount in the ones place. If you get zero both times, the result is 100. You need to spin equal to or lower than the percentage given to succeed.

Spellcasting

At the 15th level, a mercenary may start casting spells. Read the section on spell casting for wizards. Only one exception: After the 15th level, a mercenary gains 1 to 4 Spell points per level.

Soldier's Handbook

XP Increment: 750

HP per level: spin 8 and add health bonuses/penalties

Requirements: 4 strength, 4 intelligence, 4 health, 4 agility

Weapons: A soldier may use a sword, crossbow, bow, flail, or dagger.

Armor: A soldier may wear any armor except plate and may not use a shield.

Description: A soldier is a less skilled fighter. He may wear considerable armor, and may use an assortment of weapons. Soldiers travel together. It is strange to see a soldier travelling alone. They usually travel in groups of three or more. A soldier usually has one main weapon and a dagger.

No idea why we had to so strongly emphasise that soldiers never travel alone.

Normal Man's Handbook

XP Increments: 300

HP per level: spin 4 and add health bonuses/penalties

Requirements: A normal man has no requirements.

Weapons: Sword

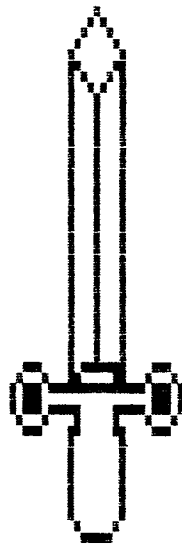
Armor: None

Description: To be a normal man you are not required anything. You must, however, have an occupation. You earn money for these. Spin 6 for your occupation. This list lists your occupation and your pay. This adds to your xp. If you adventure a week, you do not get paid for that week.

Given the equipment prices, carpenters and blacksmiths especially make money hand over fist.

#	Occupation	Pay (gp) per week
1	Logger	15
2	Farmer	20
3	Cobbler	30
4	Miller	40
5	Carpenter	75
6	Blacksmith	100

Ultimist's



Handbook

XP Increment: 5000

HP per level: spin 12 and add health bonuses/penalties

Requirements: 10 strength, 10 intelligence, 10 health,
10 agility

Weapons: An ultimist may use any weapon, including Martial
Art weapons (see Ninja's Handbook)

Armor: An ultimist may wear any armor and may use a shield.

Description: An ultimist is an extremely difficult class to
obtain. Chances of spinning every number 10 is
a one in ten thousand chance.

Special Abilities: An ultimist may turn undead (see Ninja's
Handbook), cast spells (1 to 6 spellpoints
per level, see Wizard's Handbook), has
Mercenary's Abilities (see Mercenary's
Handbook), and attack twice per round in
combat (see Acrobat's Handbook).

One in ten thousand, isn't technically correct, since only humans can pull off the stat rolls required for ultimists and they get a total bonus of +1 to one stat. Thus, the chances are actually 2 in 10,000. That's why it totally makes sense that if you let your players make characters unsupervised, no less than three of them will have those rolls.

Acrobat's Handbook

XP Increment: 3000

HP per level: spin 6 and add health bonuses/penalties

Requirements: 10 agility

Weapons: sword, boomerang, gauntlets, spiked feet

Armor: An acrobat may wear leather armor and may not use a shield.

Description: An acrobat is an extremely quick, nimble character. They may only wear leather armor because any other type would slow them down.

Special Abilities: An acrobat may attack twice per round in battle. You must roll for force once for each attack, though.

Job of a Dungeon Master

The job of the Dungeon Master is to create dungeons, run battles, be imaginative, and be fair. Being fair is the most important rule. Another responsibility is to create dungeons. The first step is to decide why the players are adventuring. This can seriously effect the dungeon, if your party is trying to save a princess from a diamond dragon you wouldn't set the adventure in a marsh. The next step is to plan the dungeon, again you must be reasonable. The third step is to put monsters and treasures in the dungeon it is not essential to put a monster or treasure in every room. Once you have done this you have created a dungeon. Another job of a Dungeon Master is to run battles, refer to the chart below.

Order of Events
SURPRISE (a)
INITIATIVE (b)
FIRST PARTY ATTACKS:
1 Missile attacks
2 Melee attacks
3 Magical attacks
SURRENDER (c)
SECOND PARTY ATTACKS:
1
2
3
Repeat from INITIATIVE

(a) SURPRISE

Spin for each party

1s6 Reaction roll

1-2 surprised

3-6 not surprised

A surprised party may be attacked (1 free round), talked to, or scared away.

(b) INITIATIVE

Used to see who attacks first. Each party spins. Whoever spins highest attacks first. If they get the same number respin.

(c) SURRENDER

If the opposing party is down to less than half their total hit-points they may surrender. Be careful! They may try to escape!

Being imaginative refers to dungeons and monsters don't just say "a zombie attacks". Say "flesh dropping off his bones the zombie lurches towards you." You are also encouraged to make your own monsters if you wish. It's not that hard try a couple of times, I didn't do my first one perfect!

Every Dungeon Master has his own little point which he freaks on mine is monsters. Others are time, measurement, ect. If you feel we've left something out just add it yourself. The bottom line is HAVE FUN !!

Words to live by. Maybe the best six words in this whole game.

A dungeon Master must also know how to make monsters. This can be done in several easy steps. The first step is to pick a monster, next look at the number under HP. Then spin that spinner. This is the number of hit-points the monster has. The next number is the monster's armor class or the number you take away from your hit. The next line is alignment or how the creature tends to act. Good creatures tend to be helpful, evil ones live to wreak havoc and neutrals might do either. Next is attacks. This tells how many and what kind of attacks they have. After that is damage this tells how many hit-points one attack takes away. Then comes special which tells about any unusual attacks the creature can do. Finally comes treasure which tells which kind of treasure if any the monster carries. after that comes experience which is the number of experience you get for killing one of this kind of monster. Then comes a description this tells you what the monster looks like. Last comes force resistance if this is greater than what you roll for force you don't hit the monster.

MONSTER LIST

Animals

ape
 HP 20
 AC 0
 AL neutral
 AT 1 bite
 DM 1-6
 SP none
 TR none
 XP 20
 DES
 FR 54

These descriptions are blank. In some cases that's because these are animals. You don't need a description for an ape. On the other hand the undead have no descriptions because many cultures have different conceptions of what undead look/act like and we should let the reader decide for themselves. That's the story I gave Dave. The real reason is I was too lazy to do descriptions for undead. Game design is hard work!

	bat	giant	normal
HP	4	1	
AC	0	0	
AL	neutral	neutral	
AT	1 bite	1 bite	
DM	1-4	1	
SP	none	none	
TR	none	none	
XP	4	1	
DES			
FR	24	8	

	bear	brown	grizzle	polar
HP	10+5	30	35	
AC	0	0	0	
AL	neutral	neutral	neutral	
AT	2 claw	1 bite		
DM	1-4	1-4	1-8	1-6 1-6 1-10
SP	bearhug	1-8		
TR				
XP	15	30	35	
DES				
FR	90	90	90	

That's not grizzly misspelled. These are grizzle bears. They live out in the woods, wear flannel, hunt, and yell unintelligibly at any kids they see.

Isn't it nice that we put the taming rules right here with the monsters and not in the class handbooks where they belong? We're forward thinking like that.

dog tamed wild
 HP 6 6
 AC A tame 6
 AL dog is neutral
 AT a wild 1 bite
 DM dog 1-4
 SP tamed none
 TR by a none
 XP merci- 6
 DES nary
 FR sp 10+ 36
 INT if
 10 or higher dog is tamed

hawk
 HP 4
 AC 0
 AL neutral
 AT 2 talons
 DM 1-4
 SP A ninja may tame a hawk
 roll 10 +INT if you get 10
 or higher you have tamed it.
 TR none
 XP 4
 DES
 FR 22

eagle
 HP 6
 AC 0
 AL neutral
 AT 2 talons
 DM 1-4 1-4
 SP none
 TR none
 XP 6
 DES
 FR 36

Undead
 black shroud - vampire
 HP 10+3
 AC 4
 AL evil
 AT 1 strangle
 DM 1-4
 SP none
 TR none
 XP 13
 DES

	fish	catfish	piranha	giant piranha
HP	4	1	1	4
AC	0	0	0	0
AL	neutral	neutral	neutral	neutral
AT	4 tentacles	1 bite	1 bite	1 bite
DM	1+paralysis	1	1-4	1-4
SP	none	none	none	none
TR	none	none	none	none
XP	4	1	4	4
DES				
FR	3	3	3	6

FR 21
 disembodied hand
 HP 6+1
 AC -1
 AL evil
 AT 1 strangle
 DM 1-4
 SP none
 TR 20% chance of 1 ring
 XP 7
 DES
 FR 2

great poisonous frog
 HP 6
 AC 0
 AL neutral
 AT 1 tongue
 DM 1-4+poison
 SP none
 TR none
 XP 6
 DES
 FR 16

ghoul
 HP 24
 AC 5
 AL evil
 AT 1 bite 2 claws
 DM 1-6+paralysis 1-4 1-4
 SP none
 TR D
 XP 24
 DES
 FR 42

	demon	greater	lesser	-demon	Monsters
HP		42	36		ant man
AC		8	4		HP 12
AL		evil	evil		AC 5
AT		1 scream	1 bite	2 claws	AL neutral
DM		special 1-8	1-4	1-4	AT 4 claws 1 bite
SP		Each time a demon screams			DM 1-4 1-4 1-4 1-4 1-6
		each player must make a			SP none
		saving throw versus poison			TR C
		or be deafened for 1-4 minutes			XP 12
		and has -1 to hit and damage.			FR 56
TR		E	D		DES An ant man is an ant
XP		42	36		that is very large,
DES					walks upright, and is
FR		100	80		semi intelligent.

skeleton -skeleton

HP 8
AC -1
AL evil
AT 1 weapon
DM by weapon
SP none
TR A
XP 8
DES
FR 36

arachnea

HP 10
AC 5
AL evil
AT 1 bite
DM 1-6
SP none
TR C
XP 10
FR 36
DES Arachnea are half
man half spider and
enjoy bullying people

vampire -vampire

HP 50
AC 6
AL evil
AT 1 bite
DM 1-6 - 1000 xp points
SP A vampire may polymorph to a
regular bat
TR G
XP 50
DES
FR 42

gargoyle

HP 25
AC 3
AL evil
AT 2 claws i bite
DM 1-4 1-4 1-6
SP none
TR none
XP 25
FR 70
DES A gargoyle is a stone
statue found on buildings

zombie -zombie

HP 8
AC -2
AL evil
AT 1 weapon
DM by weapon
SP none
TR A
XP 8
DES
FR 36

	giant	fire	ice	normal
HP		80	70	60
AC		0	0	0
AL		evil	neutral	neutral
AT		2 fist	2 fists	2 fists
DM		2-20+5	2-20	6-15
SP		none	none	none
TR		Hx3	Hx2	H
XP		80	70	60
FR		144	121	100
DES		A giant is a 100 ft. tall being. Most don't show themselves but are fierce fighters.		

margoyle

HP 30
AC 0
AL evil
AT 1 bitr 2 claws
DM 1-8 1-4 1-4
SP none
TR D
XP 30
FR 63
DES A margoyle is a more ferocious gargoyle

umber hulk

HP 25
AC 0
AL neutral
AT 1 bite 2 claws
DM 1-10 1-6 1-6
SP charm spell 3 times per day
TR C
XP 25
FR 90
DES An umber hulk is a huge belligerent beast with a huge beak. It is roughly human in shape.

	unicorn	BLACK	WHITE
HP		35	30
AC		0	0
AL		evil	good
AT		1 kick	1 kick
DM		1-12	1-10
SP		3-30	5-50
		spell-	spell-
		points	points
TR		horn	horn
		inflict	cures
		1-6 per	1-6 per
		day	day
XP		35	30
FR		64	56

werewolf

HP 16
AC 0
AL evil
AT 1 bite
DM 1-6
SP Every time a victom is bitten they must make a saving throw verses spells or become a werewolf.
TR E
XP 16
FR 42
DES A werewolf looks like a regular wolf but is only affected by silver weapons

WotC, please don't sue me. Sorry I blantly ripped off your monsters 19 years ago.

Dragons

	white	yellow	blue	violet	green	red	orange
HP	10	20	30	40	50	60	70
AC	1	2	3	4	5	6	7
AL	neutral					evil	neutral
AT	1 bite 1 claw		1 bite 2 claw				
DM	1-8 1-4		1-8+1 1-4+1				
SP	4 spell points			8 spell points			
TR	C	D	E	F	H	H+D	H+E
XP	10	20	30	40	50	60	70
FR	9	16	25	36	49	64	81
BREATH WEAPON LETTER	B	E	D	D	C	A	AE

	rainbow	black	silver	gold
HP	80	90	100	110
AC	8	9	10	11
AL	good	evil	neutral	good
AT	2 bites 2 claw			
DM	1-8+2	1-4+2	1-8+3	1-4+3
SP	8 spell	12	13	14
TR	H+F	H+G	H+H	H+H+H
XP	80	90	100	110
FR	100	121	132	144
BREATH WEAPON LETTER	ABCDE	CE	ABD	ABDE

I'm not even going to bother trying to figure out this mess. Good for you if you can do it.

BREATH WEAPON CODES

letter	A	B	C	D	E
name	fire	ice	acid	lightning	noxious cloud
MAX DM	20	12	8	30	35

A dragon may use his breath weapon 5 times a day

Crystal dragons

	quartz	turquoise	jade	garnet	pearl	topaz	emerald
HP	10	20	30	40	50	60	70
AC	1	2	3	4	5	6	7
AL	neutral		evil	neutral	evil	evil	neutral
AT	1claw	2 claw	1 bite 1 claw				
DM	1-4-2	1-4-1	1-8 1-4		1-8+1 1-4+1		1-8+2 1-4+2
spells	4	4	4	4	8	8	8
TR	*	*	*	*	*	*	*
XP	10	20	30	40	50	60	70
FR	9	12	16	25	36	49	64
BREATH WEAPON LETTER	A	A	C	B	D	BA	CA

```

    ruby    dimond
HP 80      100
AC 8       9
AL evil    good
AT (2 bite 2 claw)
DM ( 1-8+2 1-4+2 )
SP 8       12
TR *       *H
XP 80      100
FR 81      100
BREATH WEAPON LETTER
    ACD     ABCD

```

BREATH WEAPON CODES

```

letter A      B      C      D
    name REGULAR  MOLTEN  COLD  POISON
MAX DM 1-4    1-6    1-6    1-8
SPRAY+ 1-4    1-6    1-6    1-4

```

A crystal dragon may fire shards 4 times a day.

* A gem dragon has 1-10 of its gem. It's pelt is worth 10 times it's gem value.

+ Spray is the number of shards a dragon may throw.

spins vs. dragon breath

(shard breath is done on the hit roll system.)

level	1-5	6-10	11-15	16-20	21-25	25-30
white	50%	60%	70%	80%	90%	99%
yellow	45%	55%	65%	75%	85%	95%
blue	40%	50%	60%	70%	80%	90%
violet	35%	45%	55%	65%	75%	85%
green	30%	40%	50%	60%	70%	80%
red	25%	35%	45%	55%	65%	75%
orange	20%	30%	40%	50%	60%	70%
rainbow	15%	25%	35%	45%	55%	65%
black	10%	20%	30%	40%	50%	60%
silver	5%	15%	25%	35%	45%	55%
gold	1%	5%	10%	15%	20%	25%

dragon environment

```

dragon      where found
white       polar regions
yellow      sandy beaches
blue        desert
violet      sea
green       woodlands
red         mountains
orange      caves
rainbow     anywhere
black       caves
silver      anywhere
gold        anywhere
quartz      polar regions
turquoise   desert
jade        desert
garnet      hills

```

dragon where found
 pearl sea
 topaz mountains
 emerald caves
 ruby caves
 diamond volcanoes

chance of being asleep

dragon chance of being asleep
 white 90%
 yellow 80%
 blue 70%
 violet 60%
 green 50%
 red 40%
 orange 30%
 rainbow 20%
 black 15%
 silver 10%
 gold 5%
 quartz 90%
 turquoise 75%
 jade 60%
 garnet 45%
 pearl 30%
 topaz 25%
 emerald 20%
 ruby 15%
 diamond 10%

Lowlife

bee, giant

HP 6
 AC 0
 AL neutral
 AT 1 sting
 DM 1-6
 SP A have has 4-40 pints of
 honey 1 pint of honey regains 1 hp
 TR NONE
 XP 6
 FR 36
 DES A giant bee is a very
 dangerous enemy in large
 quantities once it hits
 though it dies.

TR none
 XP 8
 FR 42
 DES This is simply
 a very large
 dragonfly

dragonfly, giant

HP 8
 AC 0
 AL neutral
 AT 1 bite
 DM 1-8
 SP none

fly, giant larva
 HP 8 4
 AC 0 0
 AL neutral neutral
 AT 1 slam 1 slam
 DM 1-6 1
 SP none none
 TR none none
 XP 8 4
 FR 54 54
 DES This just looks like
 a giant house fly
 and larva.

fungoid

HP 3
AC 1
AL neutral
AT 1 touch
DM 1 regardless of AC
SP rotting disease
TR A
XP 3
FR 5

DES Fungoids are 1 inch tall people made of fungus, every time a character is his by a fungoid he has a 30% chane of contracting a rotting disease that causes 1 HP per round for 1-6 rounds.

slugoid

HP 6
AC 0
AL neutral
AT none
DM none
SP +4 regeneration till dead
TR none
XP 6
FR 10

DES A slugoid looks like a giant slug, if caught when a baby and trained for 10 years they will act as a steed of speed 20.

This cracks me up. Not only is the thought of an adventurer riding around on a giant slug hilarious, but there are no mount, or speed rules in the game!

Further, there's no rules for passage of time, so good luck training one for ten years.

	worms	giant	linking	red	purple
HP	4	4	6	8	10
AC	-1	0	0	0	1
AL	neutral	neutral	neutral	evil	evil
AT	none	strangle	bite	bite	
DM	none	1-4	1-6	1-8	
SP	none	none	none	4 spell points	
TR	none	none	none	A	
XP	4	6	8	10	
FR	1	2	3	4	
DES	Giant worms are just giant worms.	Linking worms link together to strangle	red worms are just more powerful giant worms.	purple worms are just more powerful red worms who can cast spells.	

Monsters hit players differently than players hit monsters.
 Monsters hit by armor class. The greater the XP of the
 monster the better chance it has of hitting you.

ARMOR CLASS	1-5	6-10	11-15	16-20	21-25	26+
XP 1-10	10	11	12	13	14	14
11-20	9	10	11	12	13	14
21-30	8	9	10	11	12	13
31-40	7	8	9	10	11	12
41-50	6	7	8	9	10	11
51-60	5	6	7	8	9	10
61-70	4	5	6	7	8	9
71-80	3	4	5	6	7	8
81-90	2	3	4	5	6	7
91-100	2	2	3	4	5	6
100+	2	2	2	3	4	5

Some monsters carry treasure to find what they carry use
 the table below.

TREASURE TABLE						
	GOLD	SILVER	COPPER	GEMS	MAGIC TREASURE	JEWELRY
A	n	n	1-10	n	n	n
B	n	1-10	2-20	n	n	n
C	1-10	2-20	3-30	n	5% any 1	n
D	2-20	3-30	4-40	n	10% any 2	1-4
E	3-30	4-40	5-50	1-4	20% any 3	1-6
F	4-40	5-50	6-60	1-6	25% any 3+1 scroll	1-8
G	5-50	6-60	7-70	1-8	30% any 4+2 scrolls	1-10
H	6-60	7-70	8-80	1-10	35% any 5+2 scrolls	1-100

GEM TYPE		
1-10	gem	value in GP
1	quartz	5
2	turquoise	10
3	jade	20
4	garnet	30
5	pearl	50
6	topaz	80
7	emerald	100
8	diamond	150
9	*fire topaz	200
10	ruby	500

* A firetopaz may be used as
 a weapon by anyone except
 soldiers and acrobats.
 For each level of the character
 it does 3 HP of damage. However
 this makes it worthless.

MAGIC TREASURE TABLE

1-10 ITEM

- 1-3 miscellaneous magic
- 4-6 weapon
- 7-8 armor
- 9-10 scroll

1-10 MISCELLANEOUS MAGIC

- 1 arrow of arachnid slaying
- 2 statue of monster summoning
- 3 wand of fireballs
- 4 grappling hook of climbing
- 5 healing potion
- 6 figurine
- 7 sphere of lifedrain
- 8 amulet of magic shielding
- 9 shield ring
- 10 claw gauntlet

MAGIC WEAPON

- 1 spin 2-20
- 2 find appropriate weapon
- 3 spin 1-6
- 4 1-2 +1 to speed and mass
- 3-4 +2 to speed and mass
- 5-6 +3 to speed and mass

- 2-20 item
- 1-2 sword
- 3-4 battle axe
- 5-6 dagger
- 7 halberd
- 8 warball and chain
- 9 crossbow
- 10 longbow
- 11-12 sling
- 13 boomerang
- 14-15 throwing star (4)
- 16-17 arrow (4)
- 18-19 dart (4)
- 20 scythe

1-6 ARMOR

- 1 leather 2
- 2 padded 4
- 3 scale 6
- 4 ring 8
- 5 plate 10
- 6 shield +2

SCROLL TABLE

Anyone can use a scroll, but if anyone but a wizard or an ultimist uses one they must spin 1-10 if they get a 1, they fail and the scroll disintegrates.

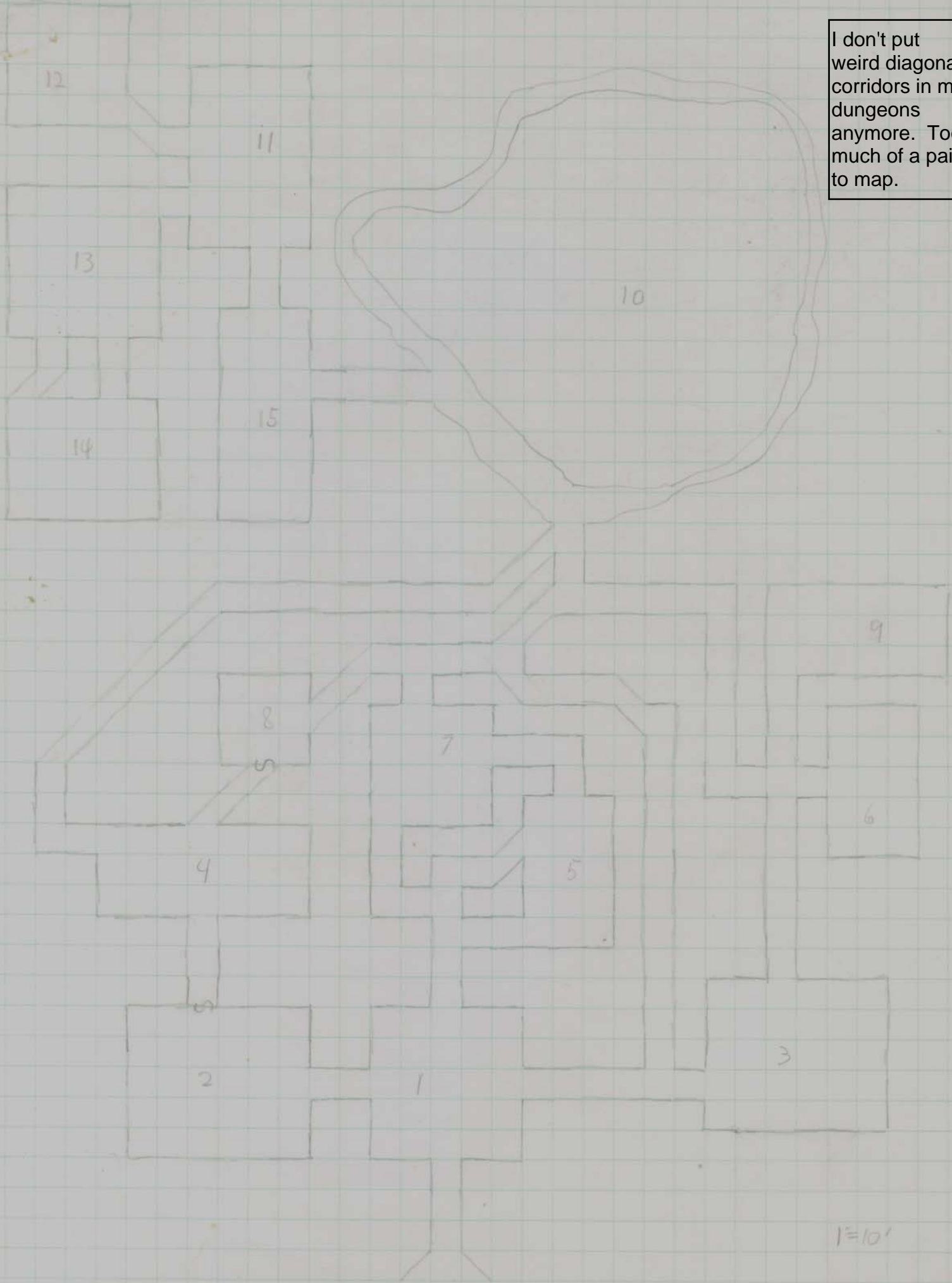
2-20

- 2 magic arrow
- 3 magic silver arrow
- 4 detect invisible
- 5 cause fear
- 6 animate weapon
- 7 charm
- 8 cause horror
- 9 nauseating cloud
- 10-11 killer cloud
- 12 wind warrior
- 13-14 bless
- 15 raise dead
- 16-17 cure light wounds
- 18-19 cure serious wounds
- 20 cure all wounds

1-6	JEWELRY	GP	Chance of being studded
1	ring	10	1-2
2	necklace	20	1-3
3	bracelet	50	1-4
4	brooch	100	1-7
5	crown	200	1-9
6	sceptre	500	1-10

Jelery may be studded with jewels roll 1-4 to find many, then roll for the type. Add the values of the gems.

I don't put weird diagonal corridors in my dungeons anymore. Too much of a pain to map.



1"=10'

Room 1
50 x 50 - N,S,E,W
5 Bats
Morale. 1
XP. 1
FR. 8
AC. 0
HP. 1
Alignment. Neutral
ATT. 1 Bite
DAMM. 1

Room 2
50 x 60 - E,(N)
Empty

Room 3
50 x 60 - N,W
4 Disembodied Hands - ZOMBIE
Morale. 5
XP. 7
FR. 2
AC. -1
HP. 3
Alignment. Evil
ATT. 1 Strangle
DAMM. 1-4
Treasure Turquoise ring

Room 4
30 x 70 - N,S,W
Empty

Room 5
50 x 30 - W
6 Giant Worms
Morale. 1
XP. 4
FR. 4
AC. -1
HP. 4
Alignment. Neutral
ATT. None
DAMM. None

Room 6
50 x 30 - W
Empty

Room 7
40 x 40 - N,S,E
1 Arachnea
Morale. 5
XP. 10
FR. 36
AC. 5

HP. 5
Alignment. Evil
ATT. 1 Bite
DAMM. 1-6 + Poison
Treasure 16 GP 12 CP
4 Wands of fireballs

Room 8
30 x 30 - E,(S)
15 GP 27 SP
Scroll Cause serious wounds
Killer cloud Cause horror

Room 9
30 x 60 - S
9 CP

Room 10
? - S,W
Every minute the party is in
this room a skeleton
rises from the pool of water
in the middle of the room.
Skeleton
Morale. 5
XP. 8
FR. 36
AC. -1
HP. 4

Alignment. Evil
ATT. 1 Boomerang
DAMM. 1-6

Room 11
60 x 40 - S,W,W
Empty

Room 12
40 x 40 - E
Empty

Room 13
50 x 50 - W,S,S
Empty

Room 14
50 x 40 - N,N
5 Fungoids
Morale. 2

XP. 3
FR. 5
AC. 1
HP. 1
Alignment. Neutral
ATT. 1 Touch
DAMM. 1 Regardless of AC

There are boomerangs
everywhere in this damn
game, EXCEPT the
equipment list. Got me.

Treasure 2 CP

Room 15
70 x 30 - N,E
Empty

That's the end of the "official" game, but in the folder with the copies of the game was some notes we made during the planning stages as well as some concept art that never went anywhere. I've included it as bonus content.

Name:

Class: *Ultimist*

Ch Name: *Silver Sword* Race: *Human*

Sex: *male*

Score: B/P:

Alignment: *good*

STR 10 +3

INT 10 +3

HEA 10 +3

AGI 10 +3

Spellpoints: 6

Armor: *plate-mail*

Shield: *yes*

AC: 13

HP: 15

XP: 0

INCREMENT: 5000

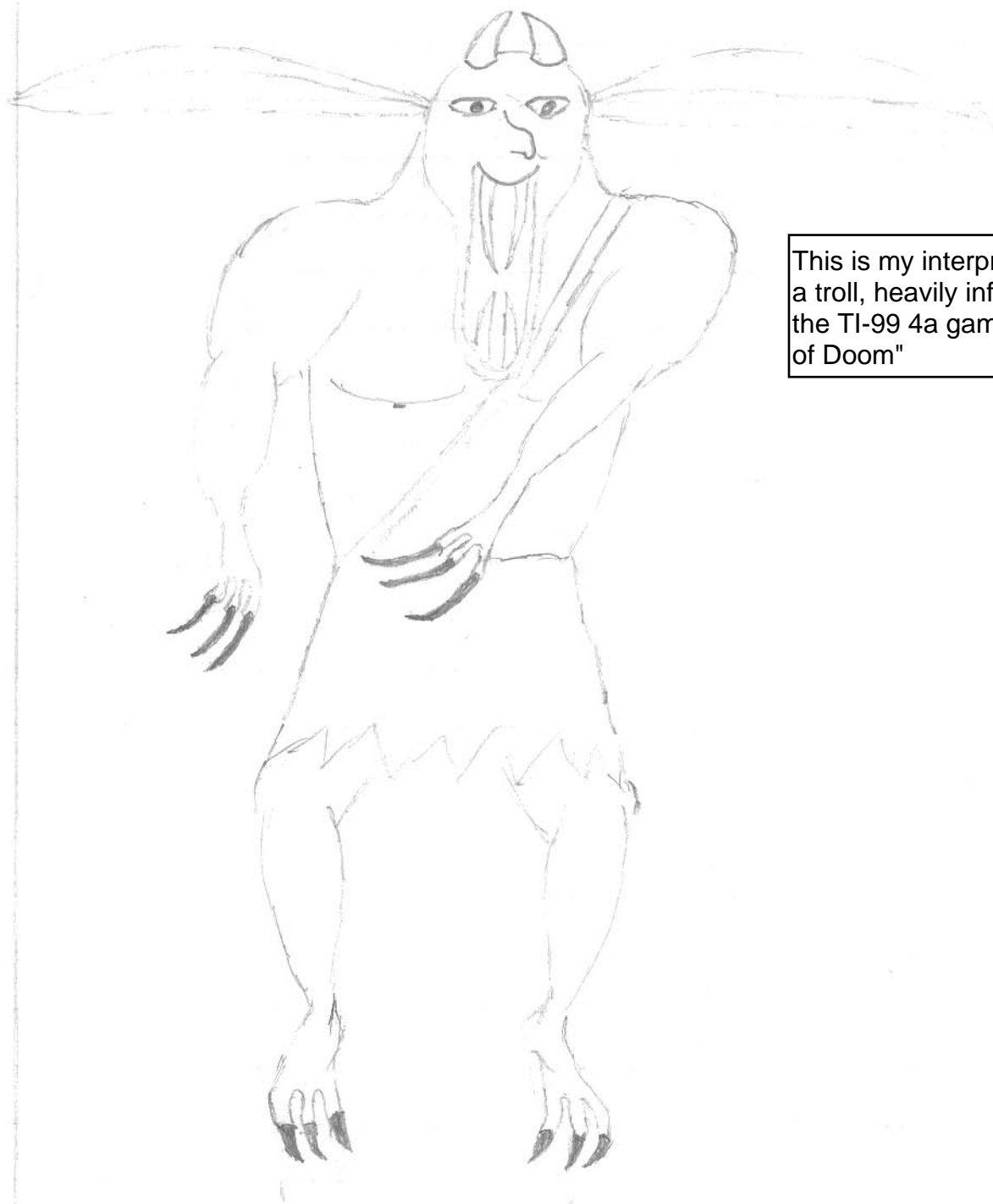
NEEDED: 5000

weapon	mass	damage
Throwing stars	1	8
Katana	9	8
silvered sword	8	8
Bow 20 arrows	4	4
wooden stake	4	4 kills vampires automatically
4 net arrows	4	traps victims
Gold: 41	Silver: 7	Copper: 6
Other items		
6 torches		
Flint and steel		
Lock-pick		
Magic items		

This is a character I made for the game. I really rolled all those tens.

No really!

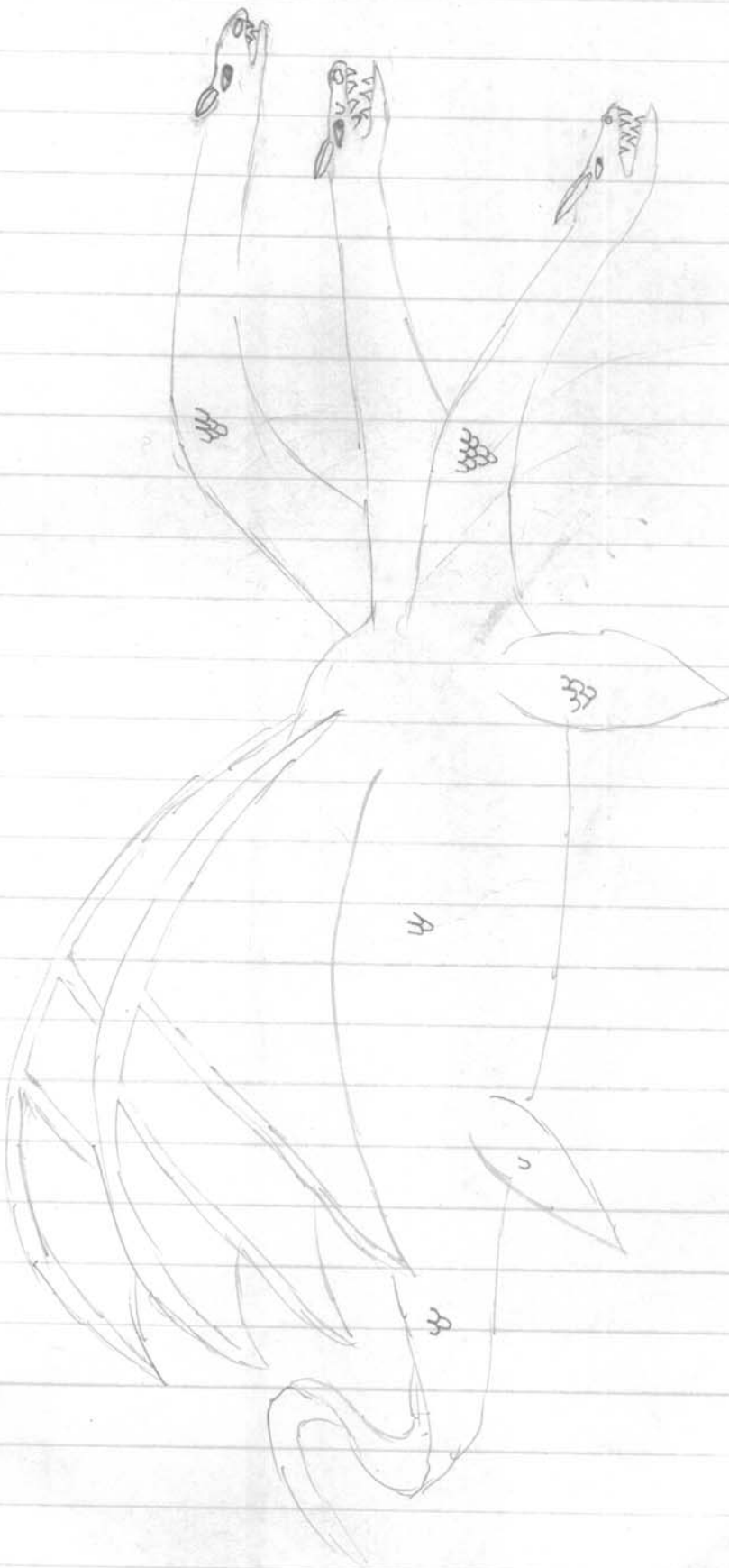
Looking at him today, I love how he's named after his sword. I can only assume it's an heirloom or something.



This is my interpretation of a troll, heavily influenced by the TI-99 4a game "Tunnels of Doom"

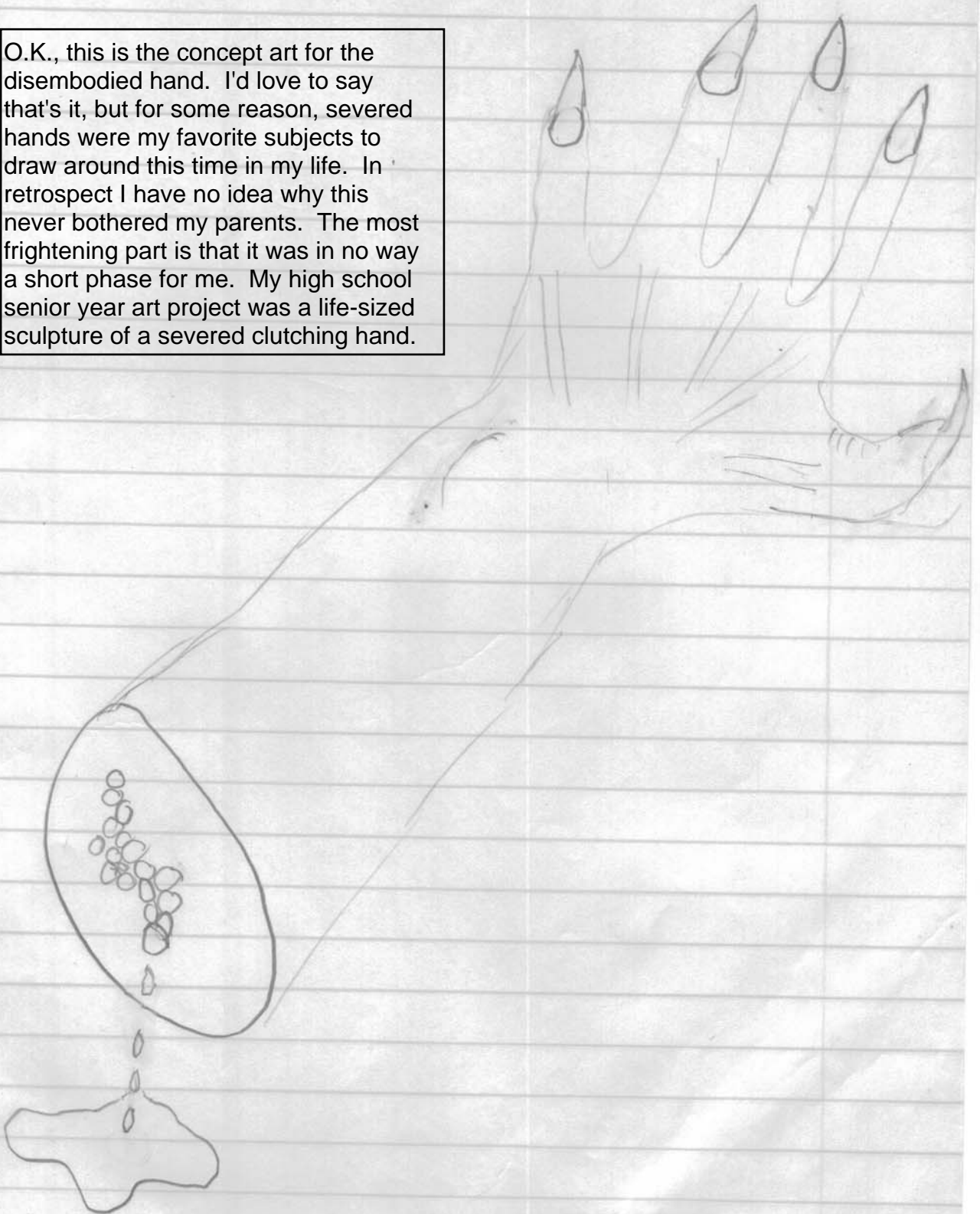


Here some more
concept art I did.
Anyone see a slight
resemblance
between this and an
eye of the deep?
Again, WotC, please
don't sue me.

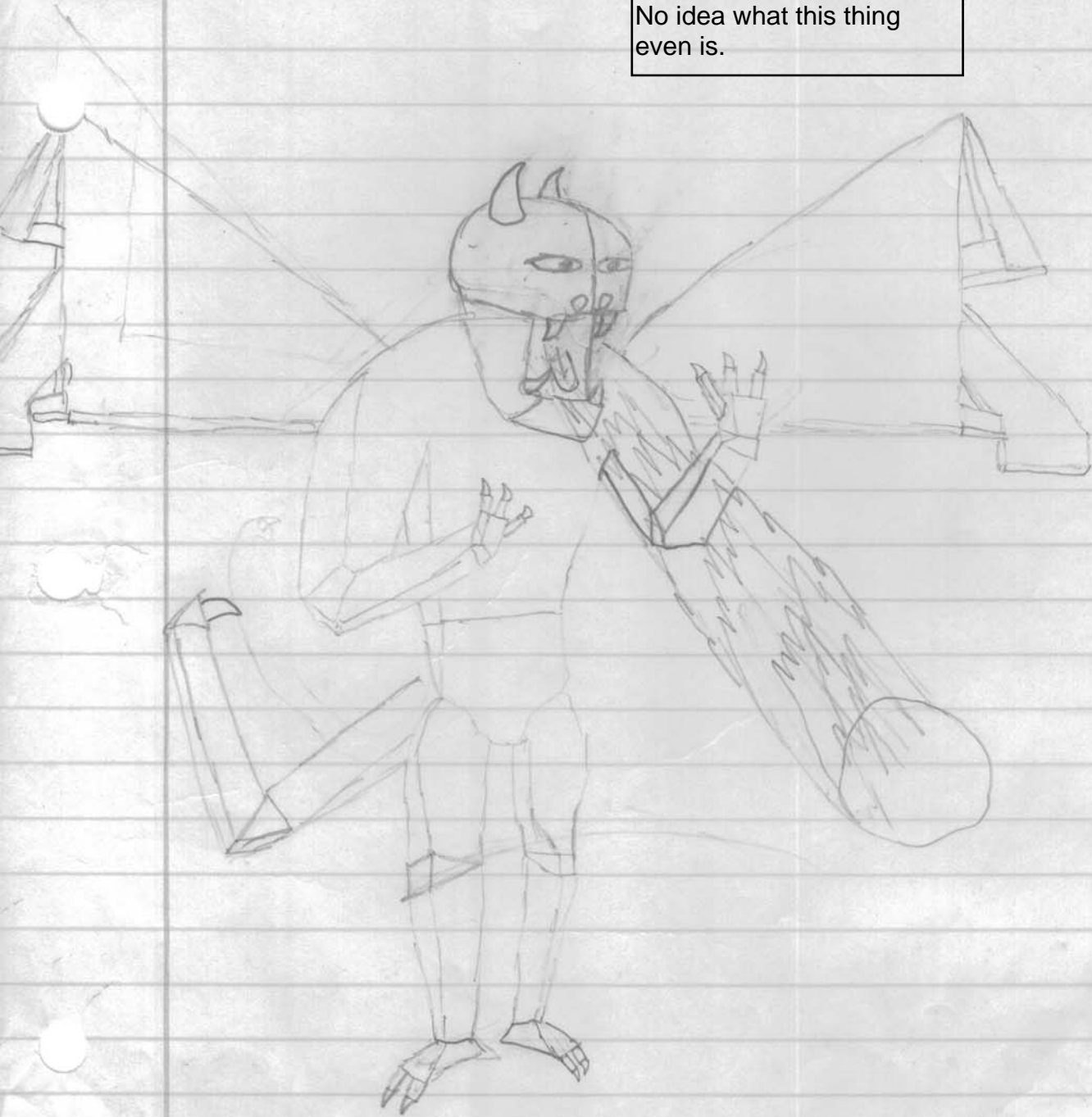


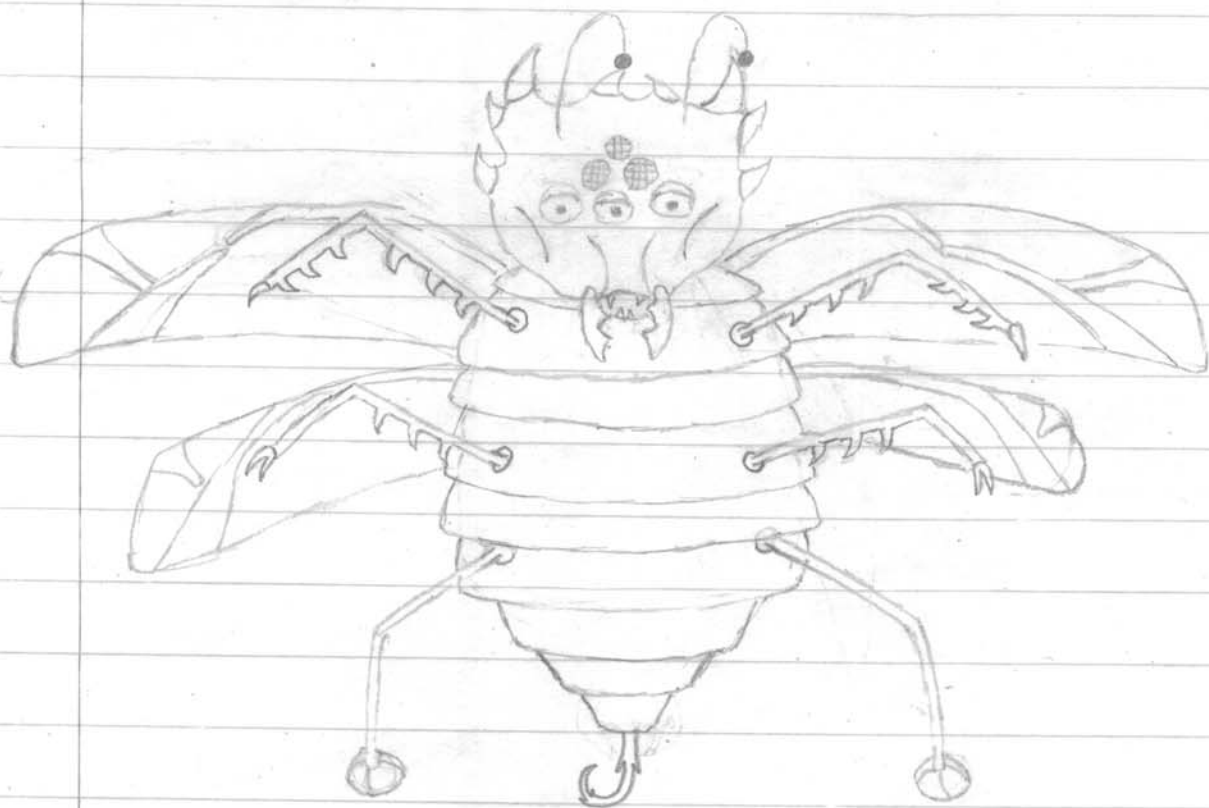
Not really sure why this guy needs wings but not legs.

O.K., this is the concept art for the disembodied hand. I'd love to say that's it, but for some reason, severed hands were my favorite subjects to draw around this time in my life. In retrospect I have no idea why this never bothered my parents. The most frightening part is that it was in no way a short phase for me. My high school senior year art project was a life-sized sculpture of a severed clutching hand.



Wooo! Look at me! I'm a
mechano-demon-thing!
No idea what this thing
even is.







Now, THIS is some of Dave's art. He was, and I suspect still is, a far better artist than I.

Gargul
↖

hilt

hilt

	breakage Chance	GP	SP	CP
materials				
wood	05%		2	
bronze	02%	1		
flint	10%		5	
iron	00%	2		
graphite	01%	5		
edges				
two				2
one				1
hilt type				
guard			2	
no guard			1	
gauntlet			3	
curves				
none				
double curved				2
forward curve				1
scalloped				3
blade type				
normal			1	
short				5
long				3
broad		1		
handles				
one hand			1	
hand and a half			2	
two handed			3	

What you're looking at here is a system for crafting swords out of custom materials and styles. It didn't make it into the final cut for time reasons.

That's a shame since it's easily the most innovative concept we came up with.

03% dulling chance
01% dulling chance

no sword breaker

10% chance of injuring fingers
one handed only

not broad - no chance of finger injuries
"
"

one handed only
"

one edged only
two handed only

short or normal blade only
long or broad only
"

special				
sharks teeth			6	
hollow	+ 95%	2		
sword breaker	+ 01%	5		

+1 damage
 no sword breaker, $\frac{1}{2}$ price by two
 May only have one edge.
 When attacking an enemy
 with a sword if you get
 at least half their FR over
 their FR you may break
 their sword

hook

pic 1

material	edge	hilt	curves
bron	1	no guard	scalloped

blade type	handle	special	GP	SP	CP
long	hand and a half	sword breaker	7	12	4
		sharps tooth			

Here's an example of the system at work. Giant pain in the ass in function, but it was cool back then.



Ball Cow

Hit Points

Alignment

Attacks

Damage

Just in case you were wondering. Second edition will totally support both bulls AND cows. Here's the proof.

body parts

heads 1-8		lower appendages 1-6	
1	1 head	1	1 leg
2	1 head	2	2 legs
3	1 head	3	2 legs
4	1 head	4	2 legs
5	1 head	5	4 legs
6	1 head	6	Centipede-like torso 100+ legs
7	2 heads		
8	2 heads		

upper appendages - 6

1	1 arm
2	2 arms
3	2 arms
4	2 arms
5	4 arms
6	4 arms

tails 1-6

1	no tail
2	no tail
3	no tail
4	1 tail
5	2 tails
6	1-4 tails

facial features

eyes

wings 1-4	# of 1-6	
1	1 eye	
2	2 eyes	
3	2 eyes	
4	2 eyes	
	5	2 eyes
	6	4 eyes

Trans entity

1d4 eyes

1 cat eyes (-2 in total darkness)

2 infravision (total vision in darkness)

3 human (-4 in total darkness)

4 none (-4 on speed rolls)

1d6 skin

1 normal

2 calloused

3 amphibious

4 scaly

5 hairy

6 shell

Appendages

roll for amount of appendages 1d6+3

1d10 roll for

1-6

Body Mass
 Skin
 Eyes
 Respiratory
 Appendages (wings, legs)
 Conscience (vegetation, psychic)
 Changing

Appendages

total amount of appendages

Evidently as if undead-turning ninjas weren't an identity crisis enough for this game, the Sci-fi elements never made it to print. There's actually another three pages of it I omitted. I only included this so you could see the three rejected class concepts below it.

Ship	weapons	Cargo space square feet	speed	HP.	availability (sold where)
Wrighter	laser cannon	100 X 100	2 planets per day	80	J, C, E, A, B, H
Salvager	double laser cannon	70 X 70	1 planet per day	100	E, A, B, C, G, H, I, J
Fighter	double laser cannon, 1 laser	60 X 60	5 planets per day	60	A, G, I, J
Pirateer	triple laser cannon	80 X 80	4 planets per day	40	E, J
Transport	laser cannon	90 X 90	3 planets per day	20	A, B, C, D, E, F, G, H, I, J

Assasins, are more powerful mercenaries. They may use any weapons and armor and can get poison at half price and a special which can be poisoned from the guild.

Wrestlers, wrestle for a living and get bonuses on the grappling table they may not use any weapons and can only wear leather armor.

Trappers, trap animals and sell their pelts for money (GM discretion on price) because they repeatedly use daggers for skinning they gain a +2 bonus when using one. They may only use blunt weapons or daggers and can use any armor or shield.

Class	HP	special	weapons armor	scores	EX.
Assassin	6	Mercurial's price poison poisoned dagger	any	S-6 I-8 A-9 H-4	5000
Wrestler	8	special grappling table	none	S-9 I-1 A-9 H-4	1000
Trapper	6	+2 bonuses when using dagger	blunt weapons dagger or shield any armor	S-6 I-9 A-8 H-7	2000

Tables

Assassin's poison table

damage	price in GP
1-4	5
1-10	15
1-20	30
Death	150

Wrestlers Grappling table

Roll	Move	Damage
1-2	punch	1-4
3-4	kick	1-4
5-7	head-lock	1-8
8-10	elbow smash	1-10
11	leverage kick	1-12
12-13	knuckle punch	2-12
14	trip	2-16+ stunned 1 round
15-16	head bunt	1-20
17-19	body slam	2-20
20	eye gouge	blindness

Race-Sex	Adjustments			
	S	I	H	A
Moblock	+10	-10	0	0
M	0	0	+1	-1
F	0	0	-1	+1
Snithe	-1	-1	0	+2
M	+1	0	0	0
F	0	+1	0	0
Kuma	-2	+4	-1	-1
M	+1	+1	0	0
F	0	+2	0	0

Here's three more races. I don't remember what they are. We'll say that....

Moblocks are wingless bird men, Snithes are a lizard people, and Kuma are a cowardly race of water elves.

Throws	Paralyzation	Poison	Spell
Moblock	5	18	19
Snithe	14	6	17
Kuma	19	18	3

Throws increases by 1 every 5 levels

Natural damage

Race	attack	damage
Moblock	2 punches	1-6
Snithe	1 bite or punch	1-3
Kuma	nil (reins)	nil

Anyway, that's Cave Adventures. Hope that it at least gave you a laugh or made you realize that no matter how bad you are at game design, there's always Cave Adventures.